



AU9863553

(12) PATENT ABSTRACT (11) Document No. AU-A-63553/98
(19) AUSTRALIAN PATENT OFFICE

(54) Title
GAMING MACHINE WITH BONUS MODE

International Patent Classification(s)
(51)⁶ A63F 009/22 G06F 161/00 G07F 017/32

(21) Application No. : 63553/98

(22) Application Date : 23/04/98

(30) Priority Data

(31) Number (32) Date (33) Country
08835840 23/04/97 US UNITED STATES OF AMERICA

(43) Publication Date : 29/10/98

(71) Applicant(s)
WMS GAMING, INC.

(72) Inventor(s)
LAWRENCE E. DEMAR; ERICA FROHM

(74) Attorney or Agent
SPRUSON & FERGUSON, GPO Box 3898, SYDNEY NSW 2001

(57) Claim

1. A processor controlled game of chance comprising:

a) a processor, operating according to a game program, for randomly selecting symbols and for awarding credits when winning symbol combinations are selected;

b) display means on which said selected symbol combinations are displayed to a game player;

c) said processor operating in a basic mode unless and until a symbol combination, designated as a bonus combination in said game program, is selected, said processor, in said basic mode, selecting symbols and awarding credits or money in response to the input of money or credits by said player;

d) said processor operating in a bonus mode after said bonus combination is selected, said processor, in said bonus mode: (1) selecting symbol combinations as a sequence of Bernoulli trials; (2) displaying the symbol combinations for each trial; (3) awarding credits

for winning combinations associated with each trial until a losing combination is selected, said bonus mode having a hit rate for winning combinations in excess of fifty percent; whereby a player who reaches the bonus mode accumulates credits as a function of the number of Bernoulli trials survived.

FIG. I

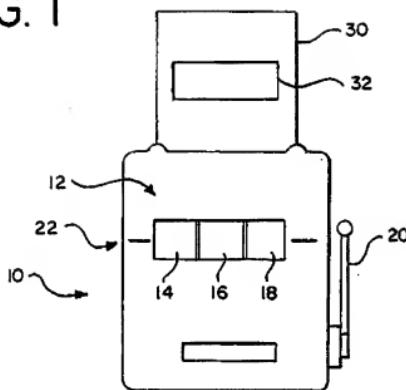


FIG. IA

